

## **Game Description:**

This is a two players competitive game. Two players need to collect resources and put it into the resource storage. The resources and the resource storage will change their positions every 30 seconds on the map. When the time reach 0 from 6 minutes, the player who has more resources in the resource storage will be the winner. During the game, players can fight with each other. The knocked down player will have 3 seconds of resurrection time.

## **Design Pillars:**

There are several design pillars (Core design ideas) in the design process:

1. Competitive Multiplayer Game
2. Limited Resource
3. Player Interaction

## **Brainstorm**

This game is a competitive resource collecting game. There are limited resources on the map, and two players are fighting for the resources. The idea of resource collecting is the fundament of our game. We basic built everything on top of it.

## **Design Reflection**

1. Players need to put resources in the resource pool, and the resource pool constantly change its location randomly every 30 seconds. We believe that this design decision will add more randomness to the game and make the more more intense.
2. Player have health bar and they can kill enemy player to get enemy's resource. This design ensures that there is interaction between two players.
3. Player's basic attack is throwing hammers. There is also advanced weapon which is gun. Guns are generated randomly and can only

exist for 30 seconds. Player can also only hold the gun for 30 seconds. We are carefully balancing the damage and timer to make sure that player who have the gun are not overpowered.

4. We decided to make the game with only one resource pool instead of multiple resource pool. We were debating hard here. Finally we believe that we need to let players have more interaction between them. One resource pool will create more interaction between payers instead of multiple resource pool.
5. The winning condition is the player with more resource win. However in order to achieve that, we need a time limit to check the if the one player has more resource than the other. We made it 4 mins at first. However through the playtest we got from player that they want more play time. So we made it 6 mins and we believe that is the perfect time for player to play.